

Business Technology
Programming - BASIC
Course Code # 3722
½ Credit or 1 Credit

School Year _____

Term: ____Fall____Spring

Student:	Grade:
Teacher:	School:
Number of Competencies in Course: 22	
Number of Competencies Mastered:	
Percent of Competencies Mastered:	

Standards and Learning Expectations indicated by an asterisk (*) may be **excluded** for one-half unit of credit.

Standard 1.0 The student will gain competency in the background knowledge of computers and programming.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Discuss the history of computers and programming languages.			
1.2	Describe the purposes of the computer and the BASIC language.			
1.3	Discuss the architecture of the computer.			
1.4	Summarize the characteristics of the BASIC programming language.			
1.5	Critique the role of the computer in society.			

Standard 2.0 The student will use system operations as they relate to BASIC programs on the computer

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Demonstrate computer start-up procedures.			
2.2	Discuss the basic structure of the BASIC language.			
2.3	Explain BASIC program entry, listing and editing as it relates to the operating system.			
2.4	Discuss the execution of programs.			
2.5	Explain the storage, retrieval and deletion of programs.			

Standard 3.0 The student will write and document an executable program in BASIC.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Identify names for variables and their data types.			
3.2	Recognize the symbols for operations and use them in evaluating data.			
3.3	Demonstrate the various methods of obtaining input/output and formatting output.			
3.4	Analyze the task and develop an algorithm.			
3.5	Demonstrate control statements.			
3.6	*Identify, illustrate and perform operations on data types in arrays.			
3.7	*Identify and use functions.			
3.8	*Read and/or write data files for input/output purposes.			
3.9	Debug the program and verify the output of the program.			

Standard 4.0 *The student will work as a team member to develop an integrated application using BASIC.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	*Define the roles of the team members.			
4.2	*Solve a complex task using BASIC.			
4.3	*Compare and contrast the advantages of working as a group.			

Additional comments: _____